

1 I claim:

2 1. A printing and dispensing bonusing system for electronic
3 gaming devices, said system comprising;

4
5 at least one detection means adapted for connection to an
6 electronic apparatus, said detection means operative to detect
7 selected event occurrences on an electronic apparatus and
8 output event occurrence notification signals upon detection of
9 an event;

10
11 event detection sampling means in information transmission
12 connection with said detection means, said event detection
13 sampling means operative to detect and receive event
14 occurrence notification signals from said detection means,
15 analyze said event occurrence notification signals and output
16 event occurrence information signals including information
17 specifying selected event occurrences;

18
19 event occurrence information signal computing means in information
20 transmission connection with said event detection sampling
21 means, said signal computing means operative to receive and
22 analyze said selected event occurrence information signals
23 output by said event detection sampling means and upon
24 detection of selected event occurrence information signals,
25 output command signals for initiating operation of at least
26 one bonus printing/dispensing device connected to said
27 programmable event occurrence information signal computing
28 device;

1 said at least one bonus printing/dispensing device independent of
2 a standard output device of the electronic gaming device and
3 operative to accept command signals from said programmable
4 event occurrence information signal computing device and to
5 print and dispense bonus information and awards resulting from
6 selected events occurring on the electronic gaming device
7 whereby an operator/player of the electronic gaming device is
8 awarded selected bonus information and awards.

9
10 **2.** The printing and dispensing bonusing system for
11 electronic gaming devices of claim **1** wherein said detection means
12 comprise a plurality of optical isolators.

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14 **3.** The printing and dispensing bonusing system for
15 electronic gaming devices of claim **1** wherein said event detection
16 sampling means comprises at least one input register operative to
17 monitor said detection means such that any event occurrence on said
18 electronic apparatus will be detected and stored for access by said
19 event occurrence information signal computing means.

20
21 **4.** The printing and dispensing bonusing system for
22 electronic gaming devices of claim **3** wherein said event detection
23 sampling means is operative to receive and analyze said event
24 occurrence signals output by an electronic apparatus to determine
25 the specific event that has occurred in an electronic apparatus,
26 said event detection sampling means operative to store said event
27 in data storage registers within said event detection sampling
28 means.

1 5. The printing and dispensing bonusing system for
2 electronic gaming devices of claim 4 wherein said event occurrence
3 information signal computing means comprises a programmable
4 microcontroller chip programmed to scan said data storage registers
5 within said event detection sampling means and remove, identify and
6 compare a selected event occurrence notification signal found
7 within a selected data storage register of said event detection
8 sampling means with an event occurrence table encoded into data
9 storage registers within said event occurrence information signal
10 computing means, said table corresponding to selected event
11 occurrence information signals which in turn correspond to
12 particular event occurrences on an electronic apparatus.

13
14 6. The printing and dispensing bonusing system for
15 electronic gaming devices of claim 5 wherein said event occurrence
16 information signal computing means further is operative to identify
17 a match of an event occurrence information signal and an event
18 occurrence number within said registers of said event occurrence
19 information signal computing means, said event occurrence
20 information signal computing means operative to output one of said
21 command signals related to said event occurrence number to at least
22 one of said connected bonus printing/dispensing device.

23
24 7. The printing and dispensing bonusing system for
25 electronic gaming devices of claim 1 wherein said at least one
26 bonus printing/dispensing device comprises at least one printing
27 device operative to dispense a printed ticket or voucher
28 representative of the selected bonus item.

8. The printing and dispensing bonusing system for electronic gaming devices of claim 1 wherein said at least one printing/dispensing device comprises at least one dispensing device which is operative to output bonus items selected from the group of coin, cash, scrip, bonus tickets, lottery tickets, scratch off tickets, complimentaries and promotional materials.

1 9. A printing and dispensing bonusing system for electronic
2 gaming devices, said system comprising;

3
4 at least one detection means adapted for connection to an
5 electronic apparatus, said detection means operative to detect
6 selected event occurrences on an electronic apparatus and
7 output event occurrence notification signals upon detection of
8 an event;

9
10 event detection sampling means in information transmission
11 connection with said detection means, said event detection
12 sampling means operative to detect and receive event
13 occurrence notification signals from said detection means,
14 analyze said event occurrence notification signals and output
15 event occurrence information signals including information
16 specifying event occurrences; and

17
18 event occurrence information signal computing means in information
19 transmission connection with said event detection sampling
20 means, said signal computing means operative to receive and
21 analyze said event occurrence information signals output by
22 said event detection sampling means and upon detection of
23 selected event occurrence information signals, output command
24 signals for initiating at least one connected output device to
25 perform a selected operation corresponding to said command
26 signal.

1 10. A printing and dispensing bonusing system for electronic
2 gaming devices, said system comprising;

3
4 at least one detection means for detecting selected event
5 occurrences on an electronic apparatus and outputting event
6 occurrence notification signals upon detection of an event;

7
8 event detection sampling means in information transmission
9 connection with said detection means, said event detection
10 sampling means operative to detect and receive event
11 occurrence notification signals from said detection means,
12 analyze said event occurrence notification signals and output
13 event occurrence information signals including information
14 specifying selected event occurrences;

15
16 event occurrence information signal computing means in information
17 transmission connection with said event detection sampling
18 means, said signal computing means operative to receive and
19 analyze said event occurrence information signals output by
20 said event detection sampling means and upon detection of
21 selected event occurrence information signals, output command
22 signals for initiating operation of at least one bonus
23 printing/dispensing device connected to said programmable
24 event occurrence information signal computing device;

25
26 said at least one bonus printing/dispensing device independent of
27 a standard output device of the electronic gaming device and
28 operative to accept command signals from said programmable

event occurrence information signal computing device and to
print and dispense bonus information and awards resulting from
selected events occurring in the electronic gaming device
whereby an operator/player of the electronic gaming device is
awarded preselected bonus information and awards.